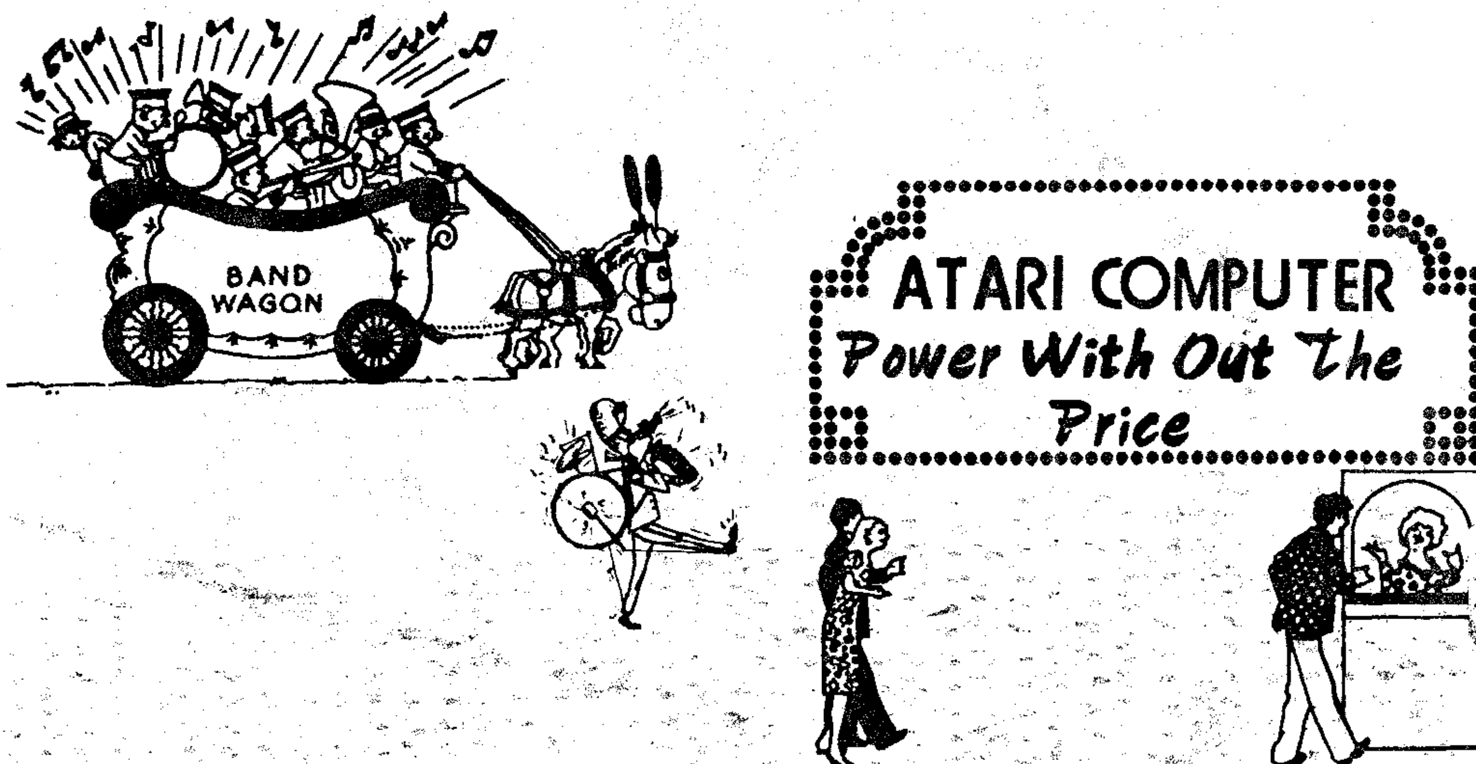
LIAUG Light house

April 1991
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Long Island Atari User Group

P.O. Box 92
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By: R. Constan c 1985

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From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library's community room and end at 4:00 p.m.

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The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Deskjet Plus.

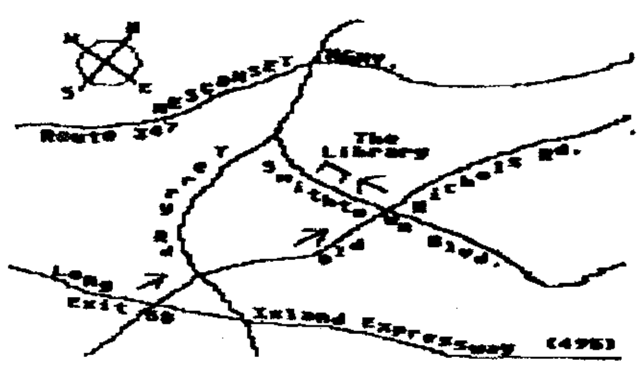
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The Basics of BASIC

Rick Burton (RACE)

Now that we have established a connection between SETCOLOR and COLOR commands for drawing lines on the screen, it's time to use SETCOLOR registers for text.

On with another "graphic illustration" of the characteristics of color. Once again, sitting down at the old 8-bit to type as you go through these concepts is the easy way to become a proficient video wizard.

Accessing SETCOLOR registers with text happens in GRAPHICS 1 or 2. (The text window will be eliminated by adding +16 for now.) Printing large text to the monitor in these GRAPHICS modes takes a special PRINT command that looks like this:

PRINT #6; "text to be printed"

The group of characters following PRINT is essential to accomplishing this specialized printing, but SETCOLOR registers are accessed by the STYLE OF CHARACTERS within the quotes! In GRAPHICS 1 and 2, as in the other modes, SETCOLOR registers contain "default" colors and brightness. Below is a table of registers and corresponding character styles:

SETCOLOR 0: contains orange - access with uppercase characters

SETCOLOR 1: contains light green - access with lowercase characters

SETCOLOR 2: contains dark blue - access with uppercase inverse video characters

SETCOLOR 3: contains red - access with lowercase inverse video characters

SETCOLOR 4: contains black - controls background



Now we can have our cake and eat it too! Various colors of text at the same time. This is actually very similar to the lines drawn last month. Demo time once again:

```
10 GRAPHICS 2+16
20 POSITION 7,4
30 PRINT #6;"ORANGE"
40 POSITION 7,5
50 PRINT #6;"green"
60 POSITION 7,6
70 PRINT #6;"BLUE"
80 POSITION 7,7
90 PRINT #6;"red"
100 GOTO 100
110 END
```

You will need to type BLUE in line 70 and red in line 90 with inverse video.

Run this program and there you have it...another fine "graphic" illustration" of paintable pixel power. Stir up a new color in register 3 by typing:

```
8 5 S E T C O L O R 3 , 6 , 6
9 0 P R I N T # 6 ; " v i o l e t "
```

Don't forget to type violet with inverse video. There is a designer color text if ever I saw one! Let's shrink wrap the characters by changing line 10:

```
10 GRAPHICS 1+16
```

I would like to encourage all budding electron artists to experiment, dabble, and fool around with these commands as that is where much true learning and insight happens. 'Nuf for now. Join me next month for more "graphic illust-rations"...

The Atari Portfolio (Review)

byTony Thomas

CLEVELAND FREE-NET

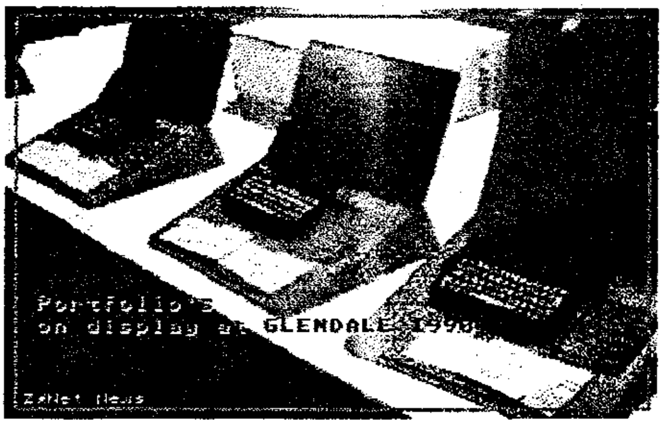
June 17, 1990 Vol.I No.I

If you were to tell me a few years ago that there would be a full-function, 8088-based computer that you could hold in the palm of your hand, I wouldn't have believed it. Yet, I'm writing this article on just such a marvel of computer technology - the Atari Portfolio.

The Portfolio redefines the word "portable". When I bought my first portable computer - a CP/M-based Kaypro 2X - over five years ago, it weighed in at a hefty 25 pounds! Soon thereafter, I picked up another "portable" - a NEC 8201 (similar to Tandy Model 100) - which was a vast improvement, weighing in at about 5 pounds. The Portfolio, by contrast, tips the scales at just over a pound! In fact, I was even able to weigh it myself on a tiny Pelouze postal scale!!

Now, the obvious question is: Just how powerful is it? While the Portfolio won't do away with the desktop computer, it is the perfect portable supplement to it. Since it fits into a coat pocket and runs for more than fifty hours on a single set of batteries, the Portfolio is the perfect traveling companion that will be at home on a plane, in a hotel room or even at the beach.

Files can be transferred to and from the Portfolio to your desktop computer via the optional serial interface or to an IBM-PC or compatible via the optional Smart Parallel interface. Long term storage is also available via memory cards - an expensive medium (about $2-3 per Kilobyte) - limiting the Portfolio's usefulness as a stand-alone computer.





How compatible is the Portfolio with a PC? First of all, its internal memory is only 128K, making it only possible to run the most minuscule PC applications.

Secondly, its operating system - DIP DOS - is similar to MS-DOS 2.11 in nearly every respect, except in the area of graphics. Since it does not permit direct screen calls and since the screen is only 40 characters by 8 lines), only simple programs that address the screen through DOS can be used. They mostly fall into the category of simple utilities.

The Portfolio, however, does contain some very useful application programs which replicate some of the more powerful mega-programs. The word processor is a simple ASCII editor with basic cursor movement and search and replace functions. It is adequate for routine tasks or for material that will be later edited and formatted on a desktop computer (though the Portfolio does offer some print formatting options allowing material to be printed directly from that machine). The spreadsheet emulates the basic functions of Lotus 1...2...3 Release 1A. Lotus spreadsheets (memory permitting) can be loaded into the Portfolio and vice-versa. The other applications (Address Book, Diary, Calculator) are similarly straightforward and simple to use.

Is the Portfolio worth it? If you need desktop power in a tiny package, the answer is a resounding yes! While not as powerful as laptops like the Toshiba T1000, the Portfolio stands head and shoulders above PIMs (Pocket Information Managers like the Sharp Wizard and the Casio Boss) which are an electronic replacement to a Day Runner - address book/notepad/dairy. The Portfolio is a palmtop powerhouse that will enable you to untether the capabilities of your desktop computer and take it with you.

Tony Thomas

8-Bit Odds-n-Ends

by Jim Harris (LIAUG)

I'm Baaaaaaack!

Yep. It's been awhile, hasn't it. It's been about a year since this column has appeared in these hallowed pages, and a lot can happen in a year. LIAUG has grown by leaps and bounds. I've seen the birth and growth of our Regional group, (NEAR-US). I've watched Pat take the BBS from Oasis Jr. to BBS Express! Pro, and we're now **networking** with other users groups in other states! I've even seen my **own** feeble efforts as a programmer get recognised to some extent with the distribution of my BootFix program package. Yep. It's been an interesting year.

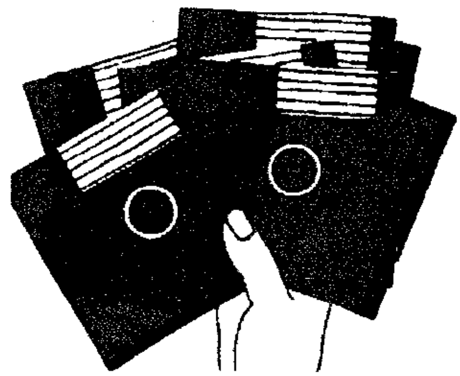
Where does this leave us 8-bitters? Well, as Charles Dickens once said, "It was the best of times, and it was the worst of times".

Support from Atari itself is at an all time low, and we've watched one 8-bit magazine after another take a nose-dive. Commercial programs for the 8-bit are becoming increasingly scarce.

On the other hand, there has been a proliferation of **excellent** public domain/Shareware programs, and users groups are beginning to really stand up for themselves!

The "hot happenings" in 8-bit software that I've seen so far consists of: **Dos XE**, Atari Corp's new DOS for the XF-551; **BobTerm**, an 8-bit terminal program with LOTS of nifty features; **SuperArc**, an archiver/un-archiver package that





runs rings around just about every other arcing program that I've seen.

I know that there are others. There is a nifty new "wedge" program for Sparta users with expanded memory. I've even been looking at a "menu" driver for Sparta 3.2d. These are all nifty things, but I have only so much time! I'll try to get to them in future months, OK?

Now that the commercial sector is all but forgetting us 8-bitters, we are compelled to look into the venerable arcana of Public Domain programs for new and exciting things to do. Unfortunately, in many cases "Public Domain" has become synonymous with shoddy programs that wouldn't have a ghost of a chance in the commercial market place. Poor programming practices, coupled with inadequate error checking have made using some public domain programs as interesting and challenging as some adventure games!

I'm glad to say that this is not always true, and that there are a few genuine diamonds in the rough out there, if you look for them. You can find PD programs that are as well thought out, and as well designed as the most expensive commercial programs available.

As an aside, so-called "Public Domain" programs fall into two rather broad catagories: true public domain, and shareware. True public domain programs are programs that are quite literally "free for the asking". They're a lot like the "Please Take One..." brochures that you can find in stores now and then. Some are very professionally done, with a gloss that bespeaks the time and care that was taken on them. Others are shoddily done with sticky-tape, glue, and staples. The rest fall somewhere between these two extremes.

It's no different with public domain software. Some have the sparkle that comes from years of programming, while others are simply thrown together. However, you can't complain that it was overpriced, and you gotta respect them all. After all, these guys **are** taking time out of their busy day to support YOUR computer! It's to be hoped that some

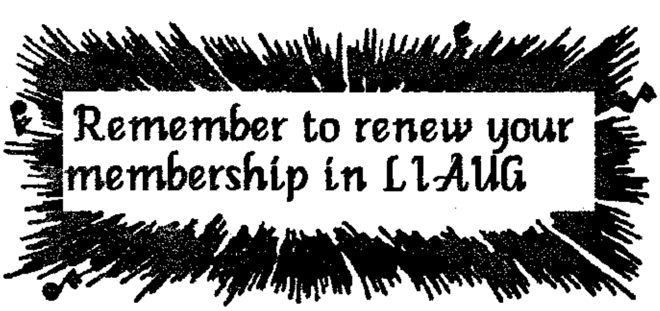
of these "old timers" will spread some of their programming knowledge with the rest of us. (and if I could have just ONE WEEK with Bob Puff!...)

Have you ever walked down the street on your town's "trash day", and seen all the nifty, (and not so nifty), things placed at the curb? If you see something you think you can use, you take it, and if you can't use it, you leave it for the next guy. That's exactly how PD software works. You browse through the PD library and buy a disk or two. Maybe you spend some telephone time and download stuff from a bulletin board. In any event, you pick and choose. You take what you want, and leave the rest. It's all "free for the asking"!

Just to clarify something. Users Groups, LIAUG included, *do* charge a fee, (usually a very small fee!), for their library disks. No, they're *not* selling the *programs*, the programs are, and always have been, free. They *are* selling the DISK. (Even users groups have to pay for disks, just like you and me.) Whatever is left over after the disks are paid for goes into the club's treasury to help buy MORE disks, expand the library, pay for the BBS's phone bill, rent the hall the meeting is at, and the hundred and one other things that clubs occasionally need bucks for.

Shareware, is a lot like public domain, with one exception: If PD is like "trash day", Shareware is more like a "garage sale". You walk up to the table and pick something up that catches your eye. You look at it, study it, maybe even try it out. If you like it, you pay a small fee for it. OK! so youare actually "buying" something, but you can't beat the price! Just like garage sales, some of the stuff are real "finds", the rest is just junk. Shareware software works a lot like the garage sale. You get the program, and try it out. If you like it, and it is useful, you are encouraged to send a token of your appreciation to the author. This has the effect of providing the author with a monetary incentive to continue producing more Shareware for your machine.

See you next month!



Multiple Personalities At Atari:

The Truth About Midi-Tasking

-----by Tim Reed

There has been a *lot* of talk about MIDI-tasking lately. Many doubt its existence, many doubt its usefulness. And the multiple personalities at Atari aren't helping matters. First, let me answer some questions that some of you may have.

What is multitasking? It is the ability to run more than one program at the same time. In the truest sense of the word, only a computer with more than one CPU can multitask. However, today's CPU's (even one as old and slow as an 8Mhz 68000) operate so fast that they spend most of their time doing nothing. This makes it easy for several programs to share CPU time, or take turns operating. If the computer and operating system are efficient,

several programs can operate seemingly at once without any noticeable decrease in speed. On a 68000 based computer like the ST, two programs can operate seemingly at one time with only a slight decrease in performance -- usually less than 5%. When six or seven programs are running, that could get as high as 60 or 70%, depending upon the applications in use.

On the Amiga, for example, you could have your terminal program doing a 2400bps file transfer, a word processor spell checking a file, and a paint program running with only a small change in performance. If the programs are written properly, that difference could be less than 10%.

Programs like Juggler for the ST allow you to partition your memory and load several programs into the partitions and switch between them. Of course, the operating of each program halts when you leave it for another.

Shadow for the ST by Antic Software comes a little closer - It's a background terminal program that can be used alone or in conjunction with the popular Flash terminal program. Using Shadow, one could be transferring a file in the background while running almost any other program in the foreground without any noticeable speed decrease. That convenience is well worth the $29.95 that Antic charges. However, it is a far cry from the multitasking that is possible on Amiga, Microsoft's OS/2, or Unix systems (incidentally, the TT series will be able to run Unix as well as TOS).

☞

Well, now that you understand what multitasking is and what it can do for you, what the heck is MIDI-tasking? It's a multitasking software package add-on for TOS systems by Intelligent Music of New York. It's essentially a set of desk accessories designed as a multitasking solution for MIDI users.

For most serious MIDI users, multitasking is a necessity. Several proprietary multitasking systems have appeared on the market in recent years, but none will multitask anything except the MIDI software that that company produces. MIDI-tasking is different. It was designed to multitask most MIDI programs, no matter who wrote them.

So what does this mean for you? Well, Atari has chosen MIDI-tasking as the "official" or "standard" multitasking environment for MIDI uses.

And, incidentally, MIDI-tasking doesn't work exclusively with MIDI applications. I've seen it, and it *does* work. However, any program that doesn't "follow the rules" (by making illegal calls and other shortcuts) will NOT work. Unfortunately, a *lot* of software for the ST breaks the rules.

In this country there are no TOS clones, so programmers have never had to worry about keeping their software compatible with several different platforms (like in the IBM world). So they have had little reason *not* to take these shortcuts. Therefore, many programs, as they are presently written, will simply not work with MIDI-tasking.

Now in comes Atari. First, we are told at NAMM that MIDI-tasking, despite the name, is Atari's new standard for ALL multitasking. Now, many Atari employees have been quoted as saying that Atari never intended for MIDI-tasking to be used for anything except MIDI. Also, despite the INCREDIBLE excitement generated in the Atari world by the announcement of MIDI-tasking, Atari has still not signed an agreement with Intelligent Music. Atari, as usual, seems to have several heads — each of them babbling inconsistencies and spreading tons of rumors throughout the Atari community.



Here are some examples:

"Nothing works with MIDI-tasking. Almost everything crashes unless it's specifically written to use MIDI-tasking."

Not true. Many programs will run as-is under MIDI-tasking.

"MIDI-tasking will be included in the ROMs on the TT."

Again, not true. Atari has made no comments to suggest this, but yet I hear it time and time again.

"MIDI-tasking only works with software that accesses the MIDI ports."

Nope.

"MIDI-tasking has been scrapped because it doesn't work. Intelligent Music is going to sue."

I've heard that one at least three times... It isn't true. Intelligent Music's financial integrity is in question, however, since another company is now handling their accounts. But no legal action (for what??) has been considered by either party.

All of those rumors are SIMPLY NOT TRUE. It is understandable that people believe them, however. With all of the mindless babble coming from Atari on this subject, who are we supposed to believe??

In any case, MIDI-tasking isn't ALL bad news. In fact, it's fantastic news! MIDI-tasking is a powerful multitasking environment that will only cost $12.95! Any program that currently doesn't work with MIDI-tasking could almost certainly be modified to do so (and, of course, hundreds of programs currently available won't even need any modifications). Programs can be modified to not only be compatible with MIDI-tasking, but to actually make use of it. Programs running in MIDI-tasking windows can communicate directly with each other, similar to the way the AREXX system works on the Amiga. One MIDI application can be written to directly send information to another MIDI application... CyberSculpt and CyberPaint, running side by side, would be able to work together...

In addition to all of this, a MIDI-tasking equipped ST has an important advantage over the Amiga. Neither the Amiga nor the ST have protected memory, which makes crashes due to multitasking more possible when a program is not written properly. In fact, early in the ST's history, Jack Tramiel commented that multitasking was removed from GEM because he felt it was useless on a machine without protected memory. He wasn't entirely right. Multitasking is "safer" with protected memory, but as every computer user eventually learns, crashes are inevitable.

Look at the early history of the Amiga... despite having had a solid operating system for a long time, the Amiga has not been able to overcome stories of being overly susceptible to crashing. The advantage that an ST with MIDI-tasking would hold is that if you don't want to use MIDI-tasking, it can be "turned off."

Since it works like a desk accessory, all you have to do is remove it if you run into any bombs. Your old, incompatible software will never become unusable.

So the bottom line is this: MIDI-tasking works. The version I saw still had a few quirks in it, but it *works*. It works with non-MIDI applications. It works with almost any program that doesn't "break the rules." It also has a powerful information piping feature that can change the way we use the ST. Practically any program, MIDI or non-MIDI, could be updated to take full advantage of the MIDI-tasking system.

But when will MIDI-tasking become available? That's not really known. At NAMM, Atari said to expect it by summertime. Butwhether that will hold up or not is anyone's guess.

Whenever MIDI-tasking does become available, you'll want to pick up a copy. For only $12.95, you can't go wrong, and you'll almost certainly find a use for it. Then, if you're happy with the potential of the product, write a few letters or make a few calls to the major software companies. Ask them to include MIDI-tasking compatibility (if not currently available) in the next update of their software. With a price tag of only $12.95, MIDI-tasking is certain to become an essential part of every ST computer system. If software companies become aware of this, many would be more than happy to accommodate and modify their titles to be MIDI-tasking compatible.

Happy multitasking!

BetaZine, Issue #10 Atari 8bit/Atari ST/Atari STe Published by The PsychoTronic Authority

Is There a Tactician in You?

Continued from March 1991

Wargames on the Ground

Tim Feinstra (GRASS)

Ready for more? Good, because now we get to a real bonanza of strategy simulations for the Atari. Unlike the limited supply of naval games, there is a vast collection of titles that deal with man-to-man combat at any level and in many different periods of history, and some that deal with confrontations that might have been or might still be.

First, let's look at the early days of computer wargames. It seemed only natural that the computer would be used for this purpose because of its ability to incorporate many aspects of the large board games without all the record keeping involved. Some of the board games require many people to play, and one campaign can last for months. In these games, it takes a lot to keep track of all the units, their current condition and status, and to keep the orders to each unit straight.

The early computer versions were simple enough, usually with a dot grid used for a map, letters or numbers to indicate your forces, and a limited number of orders and tactics which could be used. While antiquated by the games of today, it is still interesting to return to these early efforts from time to time to try your hand again. Some of the titles that come to mind are MIDWAY and NORTH ATLANTIC CONVOY RAIDERS from Avalon Hill. Avalon Hill is big in the board game world and it is not surprising they were among the first to turn to the computer to make playing these simulations more enjoyable. PANZER JAGD, another Avalon Hill game, uses graphics for a map, and includes options for different levels of play. If you find any of these early releases in a bargain bin, pick them up. They are worth the few dollars they might cost today.



Today, graphics and realism have been improved greatly. In the Beginner's category comes the only entry from Atari Corp. that I know of with 1941 THE EASTERN FRONT. This is a joystick game, placing you in command of the German forces invading Russia. You issue move orders to divisions of infantry and armor, striving to capture Moscow and other major cities for points. Combat occurs during the movement phase when your units move into contact with Russian units.

Units are rated for muster strength, a rating indicating quantity, and combat strength, representing quality. If the combat rating falls too far below the muster rating, the unit becomes more of a liability, as it will need to be protected and rested until it recovers. Destroyed units will sometimes pass some of its muster points to friendly units next to it, but the receiving unit will lose combat strength, due to the morale of the incoming points and their affect on the new unit.

When units get isolated, their combat rating is cut to indicate the loss of supply, and will usually require a major effort to rescue them before they are eliminated. Then comes fall and the mud that bogs your units down. If you are not in position to defend yourself, this could be disastrous. Next, winter brings snow and frozen rivers which let your units move fairly freely again.

At the higher levels of play, you can alter the mode of your divisions from standard to movement, assault or static (good for defense). On cartridge, and available in many discount catalog listings for $10.00 to $15.00, this is a good game to get your feet wet. It was also an APX release back around 1980, when Atari still cared for its users (I have not seen it that way in a long time.) This is a solitaire only game, with turns marking a week in the war, and can be played in one or two nights. It does have a save game function, useful when playing the long 'expert' level, which might last a week or so.





Another APX release, modeled after 1941 is SARATOGA. I think this one might still be available from the Antic catalog. It covers much of the Revolutionary war, and plays much the same as Eastern Front.

Moving to SSI, we come to a series of games which include probably the most popular wargame to date, WARGAME CONSTRUCTION SET. The pattern from SSI has been to use a good game system for more than one game, I guess because it requires less programming than to do each new game from scratch. This series includes FIELD OF FIRE, NAM and PANZER GRENADIER. These play with a joystick, and each turn is divided into a series of move and fire phases.

Wargame Construction Set is a two-disk set that includes a game editor to allow you to alter one of the supplied scenarios or to create your own. There are a lot of factors to be set here, but that is not difficult. You may have up to 31 units for each side, and each unit has 12 attributes which cover firepower, range, defense, weapon type, assault factor, unit type,

movement allowance, armor, anti-armor, transportation and, lastly, if unit may dig in. There are a lot of different icons (symbols to represent different type units) that resemble tanks, trucks, copters and men, as well as some that are just symbols. The instructions do a pretty good job of explaining what each factor does and how to set them for maximum realism.

Before you create your units, you design a map for them to fight on. There are roads, hills, trees, buildings, mines, rivers and bridges. How these parts appear on the map depends on the 'scale' you choose. In Tactical mode, each map hex is between 20 and 100 meters across. Tactical/Operational ranges from 100 to 500 meters. Operational goes from 500 meters to one or two kilometers and Strategic mode ranges from one or two kilometers to 10 milesor more per hex. Using a joystick, you pick terrain icons then place them on the map anywhere you wish. In the smaller scales, line of sight is important — you cannot fire at what you cannot see.

With a little thought, any conflict you can think of can be created here, and to prove the point, the author has included not only the usual WWII stuff, but also a futuristic battle for an asteroid mine, a rescue mission by delta force, an early battle in WWIII, First Bull Run from the Civil War, and a 12th century castle siege.

Field of Fire covers several battles fought by Easy Company of the 1st Infantry Division. Your company might include a number of rifle teams, machine gun and mortar crews, bazooka teams, forward observers, anti-tank guns and even a couple tanks. You may play one of the eight scenarios, or play a campaign game that spans all eight. This is a good game to see how small arms tactics work. Your troops will have to advance on a position, and the computer will do its best to stop you. The enemy units are hidden until they fire or move, so you cannot tell which is the best route to the objective until you scout ahead and find them. The scenarios include a night patrol, the D-day landings, clearing a city building by building, crossing a river bridgehead, blocking a German advance, patrolling along a road in the mountains of Sicily and defending a town during the Battle of the Bulge.

Nam, of course, puts you in the middle of 6 major battles during the Vietnam conflict. You might command U.S., South Vietnamese, South Korean or U.S. Special Forces squads. Again, the enemy is hidden until contact, and can disappear quickly if you don't catch them properly. Objectives here include a supply convoy under V.C. attack, search and destroy, clearing an underground cave network, using Air Cav. for a clearing action, an armored battle and the attempted re-taking of Hue by the U.S. in 1968. Many of you probably remember this war — here is your chance to find out what it was really like.

Panzer Grenadier goes back to WWII and introduces the concept of armored infantry as developed by the German army because its armor usually left the infantry behind during major advances along the Russian front. The German





answer to this problem was the Panzer Grenadiers — highly trained, mobile infantry units that could keep pace with the armored Panzer units and help clear cities and woods where armor was at a disadvantage. This game will demand sound combined arms techniques, using your armor and armored infantry together to achieve victory. The units here are company-sized, and include their own transportation where appropriate. You get elements of a Panzer regiment, some artillery and, of course, your Panzer Grenadier regiment.

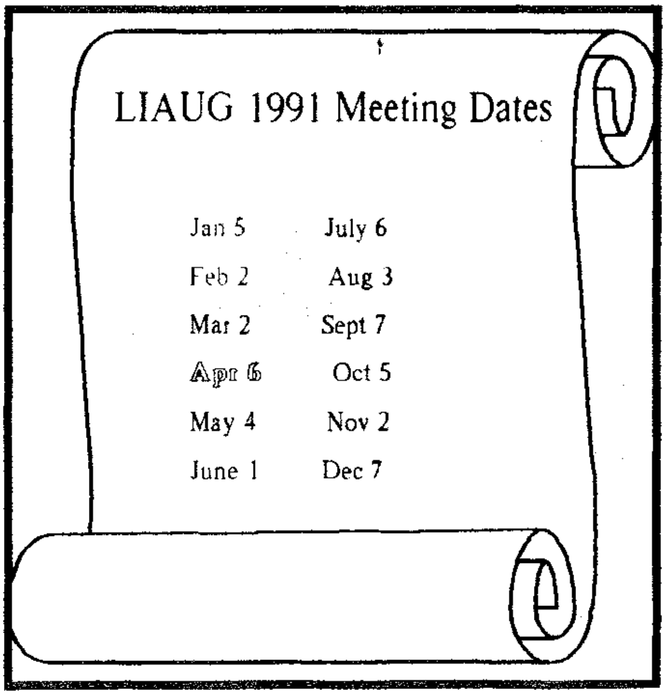
Scenarios include the assault on a Russian bridgehead to stop a Russian advance, holding Kirovograd against a Russian counterattack, a probe deep into Russian territory and, as thewar progresses, more defensive situations.

All of these games play very similarly. Wargame Construction Set can create two-player scenarios, but the rest are solitaire games, played with a joystick. Each turn starts with an 'observation' phase, where units that require rest or are under assault can be rested. This is followed by several 'movement and fire orders' phases for both the player and the computer. This varies a little for each game, but you generally get two movement and two fire phases per turn.

Another series, this one from Microprose, is a little more involved but still plays with a joystick. CRUSADE IN EUROPE, DECISION IN THE DESERT, and CONFLICT IN VIETNAM are operational level with units of division and regiment size. All three have a number of scenarios with several variants, more than can be listed in this text.

Crusade in Europe covers the war in Europe from D-day (6-Jun-1944) to the end of 1944, with scenarios covering the major battles and objectives, such as the river Rhine, the Battle of the Bulge, and Operation Market-Garden, as well as the entire battle for France. The variants offer "what if" situations to the historical setup for those who feel things could have been different.

To Be Continued



ANNOUNCING

☆ 8bit Public Domain Disks ☆

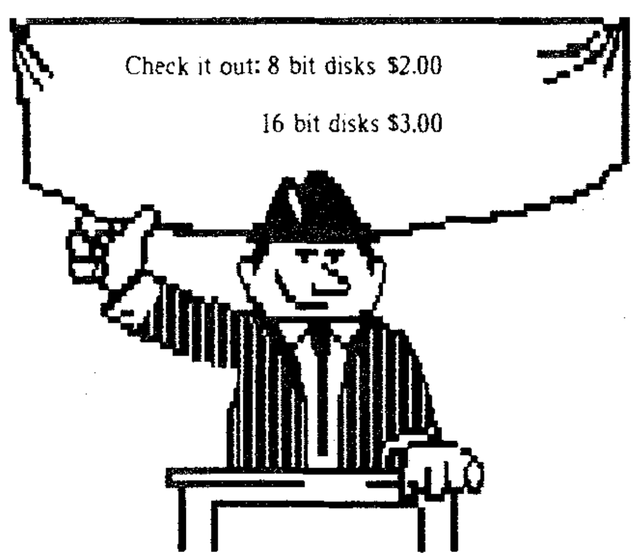
Please see our 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

NEW

☆ 16 bit Public Domain and Shareware software ☆

Check with the ST Librarian for new PD and Shareware programs in the club library.

Check with our 8-bit librarian for new PD disks in the club library.



PageStream in Color

Bill Rayl

Recently, we've taken a good overall look at Soft-Logik's PageStream (see June/July and November '90 issues of Atari Interface). This article focuses in on one of PageStream's finest qualities — its four color process capabilities.

PageStream is the first package to bring full color desktop publishing to the Atari ST. And, it does so with a flexibility and ease of use that outshines most other desktop publishing (DTP) packages on ANY computer.

Color Definition

The PageStream manual gives a pretty good overview of color and the various 'color definition systems' the program uses. You use these systems to define your own colors and add them to PageStream's list. PageStream can recognize over 282 TRILLION colors.

Although you can define more colors than you'd ever possibly need, PageStream can only display four colors in medium resolution. Of course, on a monochrome monitor, you only get black or white. This is due to the ST's own limitations. Because of this, PageStream allows you to 'tag' a screen color to the actual color you've defined.

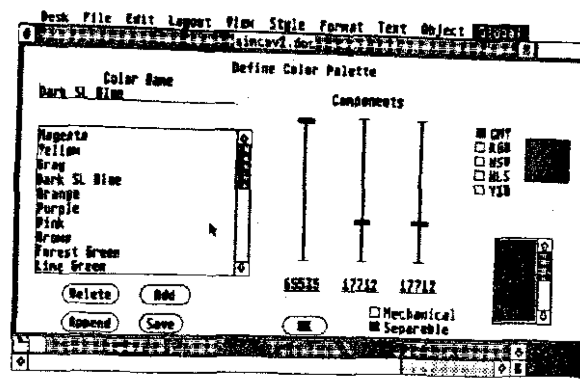
For example, the predefined color Dark SL Blue appears black on a monochrome monitor. That's because Dark SL Blue is tagged as black, so all objects in this color are displayed in black. Using a color monitor, you can tag Dark SL Blue with, for instance, blue. This doesn't give you exact color representation, but it does allow you to get an idea of the BALANCE of color on the page.

Because Soft-Logik has thoughtfully predefined several colors, you may never need to add your own colors at all.

Adding Color to Your Document

The actual process of adding color to your PageStream document is quite easy. First, PageStream will maintain the color palette of any artwork you import, such as DEGAS .PI1 or Amiga IFF pictures. The picture appears on your screen as only black and white, even on a color monitor. Don't worry, though. The colors are still there.

Adding color text is nearly as simple. Once you've entered your text, select it by dragging the mouse over the text while holding the left button down. This 'highlighting' allows you to perform most of PageStream's attribute setting



options on the text. This includes setting the text color. From the Options menu, chooseColor. If you're into using keyboard equivalents, use the Alt-K sequence instead.

Once at the Color menu, click on the color you want from the presented list. Use the scroll bar/arrows to move up or down the list as needed. Clicking OK sets the highlighted text to the selected color.

Don't worry if text no longer appears on your screen. Remember the above discussion of tagging actual colors to screen colors? Well, some actual colors are tagged with a screen color of white. If your text was originally on a white background, it will look as if it disappeared. In fact, it's just displayed in white on a white background.

As with text, you can add color to columns, lines and graphic objects like circles, arcs and boxes.

Color Printing

Once you've created your color document, it's time to get it printed. If you're using a color printer, printing is very simple...in fact, it's the same as printing to any other printer. You just load in the proper printer driver and print. Some print and copy centers have a color printer and they charge a per page fee. If you plan to use one of these, you can print your file to

disk, using the proper printer driver. Then, you can take in the disk or possibly even upload the file to the copy center.

If you're planning on having your work printed on an offset press, there's a little more to printing your master pages. First, you need to determine if you're doing spot color or if a four color separation is necessary. If you have no full color pictures on your pages and you're only using one or two colors for text, spot-color separations are probably all you'll need. They're also usually more cost effective than full color separations for one or two colors.

In PageStream, you can print spot-color separations by selecting "Mechanical" on the Print Document dialog box. This will print a separate page for each color used in your document.

Four Color Separation

When using full color pictures or color backgrounds beneath color text, four color separation is the only way to go, both from a cost and quality of print standpoint.

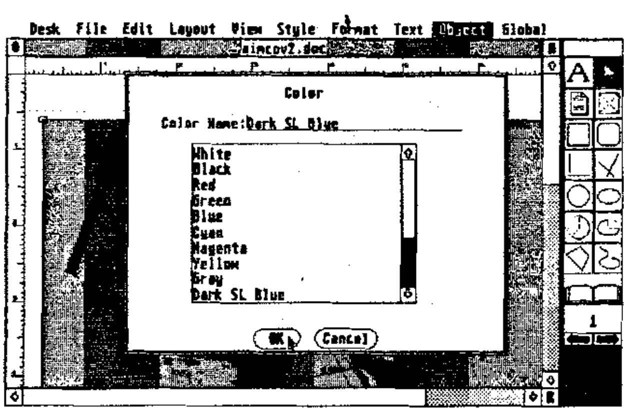
In a four color separation, each page is split into four pages — one each for cyan, magenta, yellow and black. Printers call this PROCESS COLOR SEPARATION and often abbreviate the process as CMYK. When printing a four color separation, PageStream prints the cyan page first, followed by magenta, yellow and black. The black page gives contrast to the full-color page when printed on an offset press.

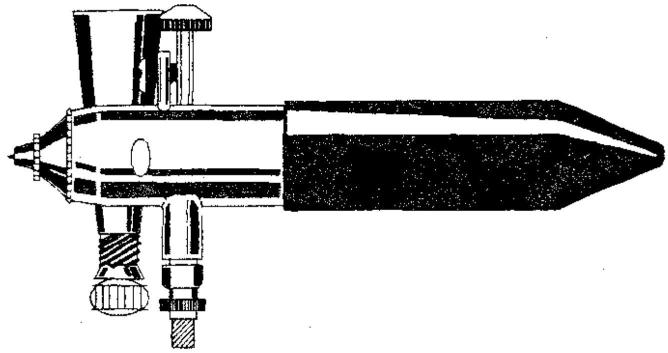
When doing full color work, you should realize that 300 DPI just isn't good enough for your master pages. The dots on the page are too large to blend adequately on the final printed page. That means you'll need to output to a Linotron or other high-end pagesetter. These are Postscript devices that can output from 1,270 to 3,000 DPI or even higher. You should load the Lino printer driver supplied with PageStream to take full advantage of these devices.

Angles and Frequencies

When doing full color separations to Linotrons, you should also use PageStream's ability to set screen angles and screen frequencies. Screen angles help to smooth out the color blending to avoid moire patterns. Screen frequencies determine the number of lines per inch (LPI) are output. You can, and should, set different screen angles and frequencies for your document.

Although the PageStream manual mentions HOW to set screen angles and frequencies, it doesn't tell you WHAT to set them to and why. The traditional angle settings, along with the newer settings recommended by Adobe, are





presented in the following table:

	Cyan	Magenta	Yellow	Black
Traditional	15	75	0	45
New	105	75	90	45

You can use either set of angles. Both are fairly effective, with the newer angles possibly gaining a slight edge on 1,270 DPI output.

As for screen frequencies, quality improves as the number of lines per inch increases. Newspapers tend to use 85 LPI for their color work. Magazines, which require higher quality, use 133 LPI as the standard.

If you plan to output at 1,270 DPI, you should be aware that you will not get true 133 LPI output. You'll get 127 LPI, which is generally acceptable. If you're a purist, though, you'll need to output at a higher quality.

You set the screen frequency and angles in PageStream via the Printer Configuration dialog. Just below the area for setting page dimensions, there's an unobtrusive thin line. Clicking above this line will give you a text cursor. You enter the screen commands here in the following format, assuming you wanted a full color separation at 133 LPI:

f[133,133,133,133], a[105,75,90,45]

The PageStream manual states that you can enter these commands in any order. Some pagesetting hardware, however, seems to work only if you enter the frequency command first, as shown above.

Service Bureaus

Now you're finally ready to print your master pages! Chances are you don't happen to have a $10,000 Linotron in your basement. That's where a service bureau comes in. And, choosing one may well be the most important decision you make in the whole printing process.

Usually, you'll have to deal with a company that uses Macintosh systems to interface to the typesetter. These

CONTINUED ON PAGE 14

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A.C.E. of Syracuse A.C.E. of S.
NEAR-US Contact 204 E. Patricia Lane North Syracuse NY 13212

Fred Danaway 315 451-2403

Allentown Bethlehem Easton's A.C.E. ABE's
ACEs NEAR-US Contact P.O.Box 2830 Lehigh Valley PA 18001

Helpkey II 215 868-4856 Paul Grover 215 799-3337

Atari Berks Users Group A.-B.U.G.
Atten: NEAR-US Contact Box 776C RD #1 Reading PA 19607

Snake Pit 215 779-7859 Jerry Heere 215 678-4606

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Wolfgang Burger

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% Al Petersen 97 70th St. Brooklyn NY 11209-1113

Dateline 718 833-0828 Al Petersen

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Pig& Whistle 514 684-0282

North East Atari Team User Group N.E.A.T.
Atten: NEAR-US Contact P.O. Box 18150 Philadelphia PA 19116-0150

NEAT BBS 215 677-1370 Allan Zaluda 215 677-6751

Ol' Hacker's Atari User Group O.H.A.U.G.
Atten: NEAR-US Contact 3376 Ocean Harbor Dr. Oceanside NY 11572

Nest 516 221-8462 Alex Pignato

Riverhead Atari Computer Enthusiasts R.A.C.E.
% Frank Kuzloski Park St. Wading River NY 11792

Nest 516 221-8462

ST Atari Road Runners ST.A.R.R.
% Glenn Werner 950 Yale Ave Suite 123 Wallingford CT 06492

203 421-4861 Robert A. Hueffman 203 421-3864

Southcentral Pa. Atari Computer Enthusiasts S.P.A.C.E.
ATTN: NEAR-US CONTACT P.O. Box 11446 Harrisburg PA 17108-1446

Richard Deen RDEEN (GEnie) 717 238-3528 eve. 783-6401 work

Current BBS numbers

LIAUG	516-221-8462
JACG	908-298-0161
A-BUG	215-779-7859
LVAUG	215-261-0620
OL' HACKERS	516-221-8462
NEAT	215-677-1370
RACE	516-221-8462
SPACE	TBA
BIT BYTERS	516-221-8462
ABE's ACEs	215-868-4856
SAGE	814-833-4073
STARR	203-421-4861
SJACE	609-931-3014
ACES	TBA
ACOR	TBA
AUGHA	TBA
CCCC	TBA
MACAM	514-684-0282
MMNJ	TBA
NAPCO	TBA
PACE	TBA
WMASTUG	TBA
WACO	TBA
BASIC	718-833-0828

people have no idea that Atari computers exist, so you can't just send them the PageStream document.

Most problems you're going to meet in this whole color printing process are now about to begin! First, printing Postscript color separations to disk can easily eat up 500-900K of disk space. That means they won't fit on a floppy disk. Since most service bureaus use Macintosh computers, the only compression they allow is Stuffit. There is no compatible compression utility on the ST. Unless you own a Mac emulator like Spectre, you could be in serious trouble.

Most service bureaus have bulletin boards to receive files via modem. Unfortunately, most of these systems have only one upload protocol — straight Xmodem Checksum. A lot of errors creep into uploads to service bureaus. Having to reupload your large file two, or even three, times is not unlikely.

Luckily, there's a way for PageStream users to avoid all of this headache. There is at least one service bureau that accepts PageStream .DOC files...and they speak Atari! Sonata Typographers of Fairfield, Connecticut is a truly great service bureau. With a toll-free BBS, very reasonable rates and excellent technical help, Sonata lives up to the name SERVICE bureau. [Ed.: Sonata Typographers, 2490 Black Rock Turnpike, Fairfield, CT 06430. Voice: (203) 368-4559, BBS: (800) 365-5745, FAX: (203) 374-2917]

NOTE: You cannot use PageStream's Registration Marks feature without turning on the Tiling feature. You should NOT use the Registration Marks feature of PageStream unless you're aware of what Tiling will do to your document. After countless tries, and many calls to Soft-Logik's Customer Service, I gave up and created my own process. PageStream's process may work fine with output to a Linotron. I have never tested it and, at $8 or higher per page, I'm not about to!

Commercial Printing

There are many printers who can do full color work, some at very reasonable prices. You should decide which printer you're goingto deal with BEFORE printing your master pages. Your printer will have specific recommendations and requirements for what you submit. For example, some printers prefer "positive" pages, while others charge less if you supply the negatives. (Linotrons can output to photographic film or paper.) Also, your printer may require "right read, emulsion side down" or "emulsion side up" if using negatives.

You'll need to give this information to your service bureau so they print your master pages correctly. Always, always remember to have your printer explain to you any terminology they use that you don't understand.

Conquering the world of color printing is well worth the effort and pitfalls. Like an artist moving from charcoal sketches to oil painting, a desktop publisher opens a whole new world of possibilities by adding color to the DTP palette.



Some BBS's in 516 area



✓ **GEnie™** –

Amityville 789-2450

East Hampton 324-5002

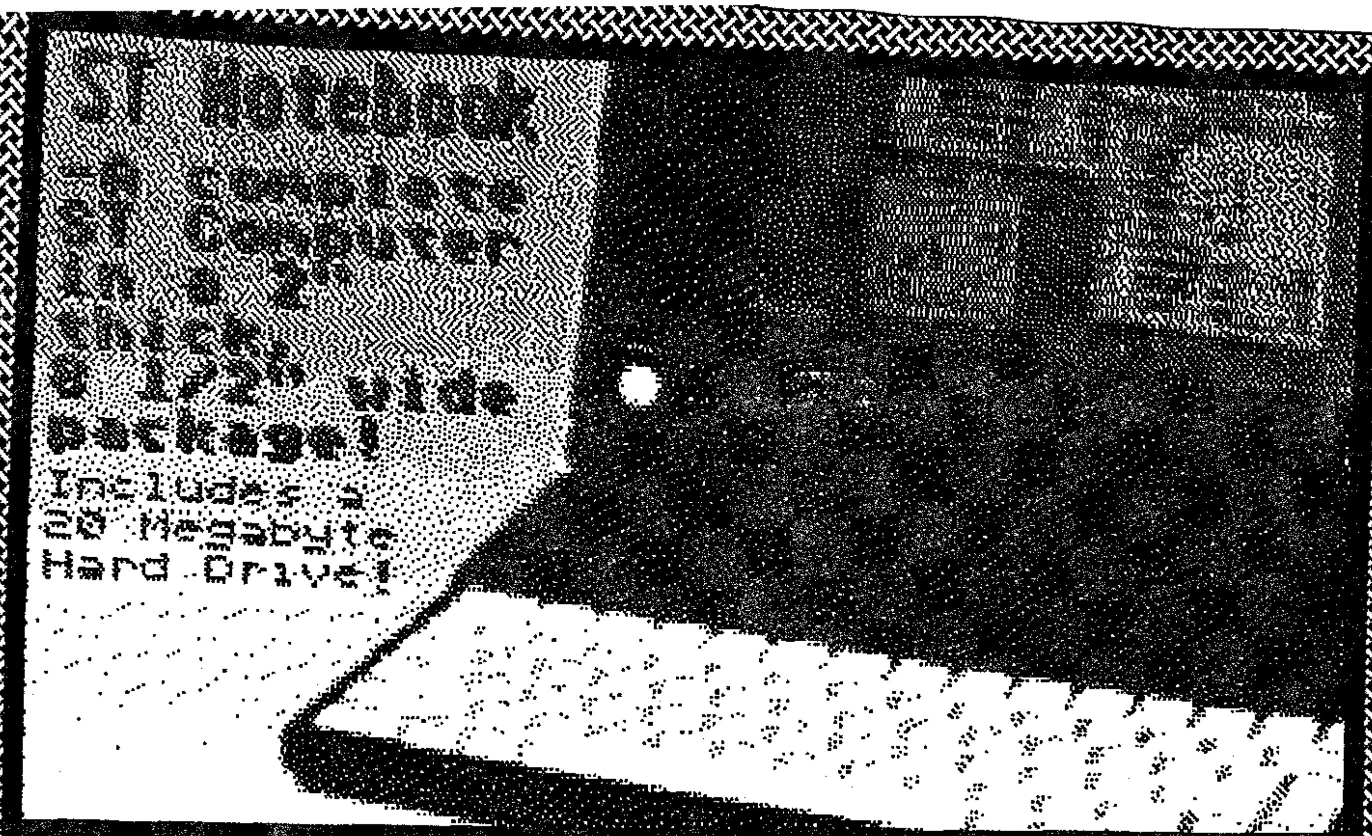
Mineola 294-9170

Port Jefferson 473-5331

✓ **Compuserve®**–

Hicksville 932-1470

Ronkonkoma 981-0880 981-1120



May 1991

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	LIAUG Meeting OPEN HOUSE 4
5	6	7	8	9	10	11
Mother's Day 12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	Memorial Day 27	28	29	30	31	

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Phone # ____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: ____________ Cassette: ____________ Disk drives ____________

Modem: ____________ Interface: ____________ Printer ____________

Other ____

What languages are you familiar with? ____

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In what areas would you like to learn more about your computer system? ____

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Memory: ________ K Cassette: ________ Disk drives ________

Modem: ________ Interface: ________ Printer: ________

Other ____

What languages are you familiar with? ______________________

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The Long Island Atari User Group is a forum for information and aid in using all Atari Computers. Open house is May 4, 1991. Please come.

The LIAUG Lighthouse
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